





DI CIOCCIO

WILLIAM

Junior Developer

Contact Infos:

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Skills:

- Programming Languages: **C++, Dart, SQL**, shell, TypeScript, Python
- Frameworks and libraries: **Flutter, Astro**, WebGPU, Vulkan, Win32
- Development Tools: **Visual Studio Code, Visual Studio 2022, Docker, Git, CMake**
- Deployment Platforms: Vercel, GitHub Pages
- Package Managers & Build Systems: **Pub, NPM/PNPM, vcpkg (C++ libraries)**
- Back-end Services: Supabase
- Collaboration Tools: **GitHub, Discord**
- Design Tools: Figma, Spline (not a professional designer)
- Bonus: Google Analytics, Google Tag Manager

Certifications:

- **C1** English Level (Cambridge), about to get **C2**

Mission:

I'm an 18-year-old developer passionate about **creating open-source projects that empower others**. My work focuses on enabling great user experiences, building tools that support creativity, and **fostering meaningful connections within technical communities**.

Committed to a philosophy of unplanned greatness, I prioritize sustainable, impactful development over chasing traditional corporate paths.

Projects:

Though I lack formal company experience, my projects showcase my skills, passion, and ability to deliver quality work.

OpenLocalUI

github.com/WilliamKarolDiCioccio/open_local_ui

OpenLocalUI is a desktop client that runs LLMs locally using Ollama. It has earned **58 GitHub stars and received the contributions of other developers**. This project strengthened my remote collaboration skills and taught me the value of automated testing, CI/CD pipelines, and documentation. I also enhanced my design abilities with Figma and Spline for prototyping and branding.

FINodes

github.com/WilliamKarolDiCioccio/fl_nodes

FINodes is a flexible Flutter package for building node-based UIs, particularly node editors and visual programming interfaces. It has earned **81 GitHub stars and over 200 downloads on pub.dev, supported by strong community feedback**. This project showcased my ability to create highly reusable components and deepened my expertise in reactive programming patterns within the Flutter ecosystem.

Mosaic

github.com/WilliamKarolDiCioccio/mosaic

Mosaic is the spiritual successor to Rake, my first attempt at building a game engine. This project is helping me to further my understanding of graphic APIs, my ability to build C++ cross-platform software and my knowledge of the latest C++ standards.